

Rulespack ETC 2023

Language

The spoken language at the tables is English, rules debates or questions for the captain must be kept in English, so that everybody knows what is going on.

Team members (or others) who come over to watch the game must also speak English. Any such team member who speaks in another language will be assumed to be coaching and the team will be penalised.

LFTF, rule and matrix changes

The cut off for the LFTF, rule changes and the Battle Plan matrix is 11th June. Anything published after 11th June will not be used at the ETC.

Team composition

- Each Team shall have six players and may have one coach. (The coach is not entitled to provide opinions or advices on the games, but can help in the pair ups process, inform players and captain of status of the Team's games, indicate time, play as a replacement of a sick player, substitute the Captain in conflict resolution).

- The [ETC Charter](#) (point 4) requires that at least half the team should be made up of players qualified to represent that country.

- Each team must field Forces from at least four different Nations. This refers to the nationality of the force diagram picked. For example, having 1 UK Force with 1 US Allied Formation/Unit is 1 Nation for this count.

- A maximum of two Forces may contain Formations from any one Nation (e.g. only two Forces may have German Formations). No more than three Forces in total may contain Units from that Nation.

To put it another way a maximum of three Forces containing Units from a given Nation are permitted and no more than two of those Forces may contain Formations from that same Nation.

- No Formation may be repeated. This also applies to Formations with the same name and Nation from different books such as a panzer grenadier Formation. If the name is different (e.g. mixed tankovy vs mixed tankovy (late)) they are separate Formations and both may be used. If the Nation is different (e.g. British Rifle Company vs American Rifle Company) they are

separate Formations and both may be used. A regraded formation, such as a German Grenadier Company regraded as a Croatian Rifle Company, still counts as a use of the original Formation. In that example, therefore, no other player in the team could take the German Grenadier Company.

- Command Cards may not be repeated throughout the team. An individual player may repeat Command Cards if allowed by the card (i.e. if the card is not Limited), but no other player on the team may use a Command Card of the same name and nation. (A team may therefore, for example, use both a German and a Hungarian Pure Luck card but not two German Pure Luck cards.)

- SS are German for the purposes of rules on team composition.

Individual force composition

- There is a 101-point limit on lists (which includes command cards). Note that this allows one more Minefield (in Missions using them) than a 100 point limit. This means that the amount in reserve is at least 41 points.

- The rules on building Forces and Command Cards in LFTF apply, with the following clarifications and modifications. Any Version 4 MW Formation or Unit that has been incorporated into forces.flamesofwar.com by 11th June will be allowed. Unofficial Formation/Unit/Cards made by players and incorporated into Forces may not be used.

- References to book in LFTF (e.g. "same book", "other book") should be understood to refer to the original books, not the compilations (North Africa and Eastern Front).

A force may have no more than five units that contain armoured tank teams with the scout rule and front armour 0, 1 or 2. Transport teams do not count towards this limit. (This is to limit recce spam.)

- A player may field up to two Formations of his Force's nationality but no player is allowed to repeat a Formation. Up to one Allied Formation is allowed in addition. No more than one Formation in a force may be built from a Command Card (a formation from a book can still be modified by a Command Card (e.g. Legions of Rome). Only one Formation created by a Command Card (e.g. Armoured Cars) is allowed.

- One Allied Unit (two for Italian and Hungarian forces) is permitted. For Hungarian forces, this is in addition to German StuG (Early) Assault Gun Platoon on the Hungarian Force diagram.

All Allies (Formations and/or Units) of a Force must come from the same nationality.

- The limits on ally choice set out in the new compilations and implemented in Forces will apply. For information, these are:

- Finns and Romanians may have German allies;
 - Hungarians may have German or Italian allies;
 - Italians may have German or Hungarian allies;
 - Germans may have Finnish, Romanian, Hungarian or Italian allies;
 - British and US may have each other;
 - The Soviet Union stands alone – to balance the lack of available allies for the Soviet Union they are permitted to use 3 Formations. However, their force may not exceed a total of two HQ Formation Units. In practice this means that the 3rd Formation may only be a Mixed Tank Battalion or a Mixed Tank Battalion (LATE) drawn from the appropriate Command Card.
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- Mid-War Monsters that saw combat in 1942 or 1943 ARE permitted. These are:
 - Dicker Max and Sturer Emil (only one Unit containing either of these per ETC team)
 - Bunkerflak
 - Pz IF
 - Semovente 90
 - Semovente (Long) SP
 - BA-64
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- Mid-War Monsters that have been deemed to have not reached the threshold of “seen combat” in 1942 or 1943 are as follows and are NOT permitted.
 - T14 Assault Tank
 - TOG2 Heavy Tank
 - BOARHOUND Armoured Car
 - Churchill GC 3-inch
 - M27 Tank
 - M6 Heavy Tank

- T55 Interceptor Tank Destroyer
- P26/40 Heavy Tank
- Tiger P Heavy Tank
- TACAM T60 Tank Destroyer
- Turan 1 Medium Tank
- Turan 2 Medium Tank
- Zrinyi Assault Gun
- KV3 Heavy Tank
- KV5 Heavy Tank
- T43 Medium Tank
- IS85 Heavy Tank

Similarly – the following Formations are NOT permitted –

- KV3- Mixed Tank Battalion (MS600)
- Heavy Tank Company (MI601)

- In case of discrepancies between the compilations and the original books, the compilations shall be definitive.

- Command Cards can only be used on Units or Formations from the book the Cards belong to. In the case of compilations, this means the same chapter (each corresponding to a former book) of the compilation. Forces of War permits forces from Iron Cross and Ghost Panzers to use both that book's Command Cards and Death from Above Command Cards but this is not allowed at ETC 2023. Players must choose to use either command cards from Death from Above or from Iron Cross/Ghost Panzers.

- Folgore – this gives specific exceptions to the above and is applicable.

- The List must be produced on Forces to make checking it easier.

Lists should indicate which Units are benefitting from Command Cards. (This must be done

manually as Forces does not permit it: build the list on Forces, print it, state manually and clearly what Card is affected to which Unit).

- The Player must bring at least 1 photocopy of the list being played and show it to their opponent on request.

- Unit cards (or their profile in the book) and Command Cards must be brought along with the list, to make it faster and easier to play (a photocopy may be used).

- Fog Of War may not be used.

List submission

Lists must be submitted by 1st of July and be sent to: etcfowlists@gmail.com

Lists MUST have the following in the name as the first thing in the list name: Country - Player Last Name, Player First name.

After the deadline, all the rosters will be distributed to each captain after they have submitted their team's lists.

The lists will be checked by the FoW Captain's Council, and any necessary changes made ASAP with minimal changes to the list.

List checking deadline will be July 23rd.

After list submission no lists may be altered, except to correct errors.

If a player drops out, a replacement player may:

- Either use the list of the player who dropped out
 - Or use any one other of that team's submitted lists, with the owner of the chosen list taking up the list of the player who dropped out.
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Schedule (*Tim Bogaerts will provide a proposed schedule*)

Day 1

08h30 to 09h30 – Welcome and Distribution of tournament pack to Captains

09h30 to 10h00 - Introduction Briefing

10h00 to 13h30 – Round 1

13h30 to 14h30 – Lunch Break

14h30 to 18h00 – Round 2

Day 2

09h30 to 13h00 – Round 3

13h00 to 14h30 – Lunch Break + Armies on parade for best painted

14h30 to 18h00 – Round 4

18h30 to 19h00 – Captains Meeting

Day 3

09h30 to 13h00 – Round 5

13h00 to 14h00 – Lunch Break

14h00 to 17h30 – Round 6

18h00 to 18h30 – Results and Awards

Teams Pair Up

- Teams will be paired up using the Swiss Round system (1st vs 2nd, 3rd vs 4th, and so on), with the following exceptions.

-For Round 1, Teams will be randomly paired up.

-For Round 2 and onward, no Teams may be paired up twice together. Adjustments will be made to avoid rematches.

Team Matchup

- Each team will receive 6 player Force cards, showing the player name and what Formations each player's Force contains. When each rounds opponent is known, Team attributes the 6 Battle Plans to their 6 Armies (Battle Plans will not be fixed for the duration of the tournament but must be revealed at the start of the pair up process)

- Each team should use 2 attack, 2 manoeuvre and 2 defend battle plans each round.

-The matchup is now done as follows:

1. Both teams reveal the Battle Plan Stances that have been assigned to all players forces for this round

2. Team A puts up one of its 6 armies, Team B does the same.

3. Team A puts up two armies against the one put up by Team B, Team B does the same.

4. Team A chooses one of the two armies put up by Team B to be played against their army first put up by team A. This is the first matchup. Team B does the same. This is the second matchup.

5. The armies that were not chosen are returned to the respective team pool.

6. Team A puts up one of its 4 remaining armies, Team B does the same.

7. Team A puts up two armies against the one put up by Team B, Team B does the same.

8. Team A chooses one of the two armies put up by Team B to be played against the army first put up by team A at step 6 and determines one pair. This is the third matchup. Team B does the same. This is the fourth matchup.

9. The army of Team A that did not get chosen by team B plays against the last army remaining in Team B's pool. This is the fifth matchup. The army from Team B that did not get chosen by team A plays against the last army remaining in Team A's pool. This is the sixth matchup.

10. The table for each pairing will now be randomly assigned. Players should discuss the terrain either as a team before the Round begins or immediately after being assigned a table and before determining the mission.

Missions:

- After tables are assigned each pair of players will roll a die to determine the mission.
 - The extended battle plans matrix in the Missions Pack pdf will be used to determine which mission will be played per match-up.
 - In March 2023, Battlefront published six experimental missions. Each of these is paired with an existing mission and shares a slot in the extended battle plans with it. To provide clarity over missions for ETC 2023, a captains vote in April 2023 decided to use the following:
 - Bypass (not Spearpoint)
 - Counterstrike (not Counterattack)
 - Covering Force (not Fighting Withdrawal)
 - Hold the Pocket (not Encirclement)
 - Killing Ground (not It's a Trap)
 - Outmanoeuvred (not Outflanked)
 - If the die roll would generate Covering Force, re-roll until another mission is generated. By way of exception, Covering Force can be played in round 2 (evening of the first day).
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Time allotted for games

1. Each round will last for 3.5 hours. This includes the time for pairings and the setup process which must be completed within 30 minutes.
2. Any players not paired after 30 minutes shall be randomly paired.
3. Players shall both have the same number of turns, neither player shall start a further turn sequence (attacker and defender turns) if both their turns are not likely to be finished before the time limit. All players must play fair and avoid slow play.
4. When the Fighting Withdrawal mission is selected in the battle plans matrix [only possible in round 2] the game time is extended by one hour.
5. Thirty minutes before the scheduled end of the round (extended for Fighting Withdrawal), the judges will announce the time and tell players to apply Sudden Death if they have not yet started turn 5 (turn 6 for Fighting Withdrawal). The players will complete the current turn, ensuring that each has played the same number of turns. They will then apply the Sudden Death method below. Captains will ensure that their players respect this. The judges will check that this is being done. Sudden Death also apply if both players did the same number of turns,

hadn't reach turn 6 (8 for Fighting Withdrawal), and have no time to fully complete both their rounds to reach Turn 6 (8 for Fighting Withdrawal).

If, at the end of the playing time, 6 turns hadn't been played (8 for Fighting Withdrawal), the current playing player finishes his turn. Again, make sure both players were allowed to play the same number of turns. If not, his opponent will play his turn as well. If the judges find that the Sudden Death rule was not applied as above, they shall record the game as a mutual loss, with no further time permitted to level up the turns.

Sudden Death Method

- player A (player who had the first turn) does all Motivation/Morale Tests (if Force is broken: game ends with player B victory)
- player A moves with maximum TWO units¹
- player A shoots with maximum TWO units
- player A assaults with maximum TWO units (player B does Defensive Fire and Counterattack as normal)
- player A checks Victory Conditions

If Victory Conditions are not met, player B proceeds to his turn, using Sudden Death method.

Repeat until each player have played 6 turns, or before if mission ends with a Winner and a Loser.

Point Scoring system

Scoring System: Standard version 4 Flames of War scoring, the winner gets 8 points, the loser gets 1 point, and this is then adjusted according to how many platoons the loser manages to kill, and if any important historical figures are killed in the game. There are no draws, so if neither player wins then both score as if they lost.

¹ Note that removing a unit in Fighting Withdrawal does not count as moving a unit.

The points scored in each game are added to the team's score and are recorded as Small Points (SP). If a player wins a game then a Big Point (BP) is added to the team's score as well.

The leader board will be ranked primarily by BPs, and then by SPs, as with goal difference in a football league.

If teams are tied on BP and SP, rank them according to their head-to-head result, if any.

If they are still tied, compare the rankings of the teams that they played against (i.e. sum the rankings of each team's opponents and the lowest number wins).

Awards

There will be team prizes (one per player) for the 1st, 2nd, 3rd, best sport and best painted, best table and wooden spoon teams.

Rules/Issues Resolution

1. Players should first consult the rule book and unit cards, and the LFTF. Go over the rules/issue step-by-step together to see if a solution can be found.
2. If this doesn't work, call over both team captains and have each player (if necessary) explain the situation and show the relevant section in the rules. Allow the two captains to discuss the rules/issue to see if they can reach consensus.
3. Call a referee to resolve the rules/issue. This can be either one of the official referees or one of the player/captain referees. The only requirement is that the referee cannot be from one of the countries involved in the rules/issue discussion.
4. Finally as a last resort, for issues that cannot be resolved by any of the above escalations, call a panel of three referees (not from either country involved in the discussion). Explain the rules/issue, the three referees deliberate and the majority referee decision is implemented.

Penalties

1. All players are expected to play fair and with sportsmanship. Captains are liable for their players' behavior and should enforce this good spirit at all time, as well as resolve conflicts and make sure procedures (including Sudden Death) are effectively followed and applied.
2. The following penalties shall apply. Most are deductions to be applied to a team's final score (i.e. after the end of the sixth game so as not to distort the draw).

- Late submission of a list – deduct 1 SP
- Omission of the player's name from a list - deduct 1 SP
- Omission of the list name from a list - deduct 1 SP
- Failure to show how Command Cards are allocated within a list - deduct 1 SP
- Errors in the list requiring changes to one or two units – deduct 1 SP
- Errors in the list requiring changes to three or more units – deduct **1 BP**
- List not in Forces format – deduct 1 SP
- Speaking a language other than English at the table (this is considered to be coaching) - deduct 1 SP from the team's score.

Cheating in game

- 1st occurrence: **auto-loss and 8-1 victory to the opponent.**
- 2nd occurrence: **ban from tournament**

Slow play

- 1st occurrence: gentle reminder from opponent
- 2nd occurrence: gentle reminder from captains
- 3rd occurrence: 1 SP penalty
- 4th occurrence: **1 BP** penalty.

3. Referees are entitled to enforce further penalties if they consider that players and/or Teams have behaved inappropriately.

Rules Modification:

Tall terrain blocks line of sight. (See page 43 of the rules for definition of tall terrain.)

(This overrides the entry that was added to page 3 of LFTF in November 2021 on how to determine if there is line of sight from, for example, a hill over a building. It says, "the only way to know what you can see from that hill is to get down to the level of the model and see if there is a Line of Sight over the building or other intervening obstacle to the opposing team". This is subjective and can lead to discussions that take up playing time. It will therefore not apply for ETC 2023.)

Models:

All models on tables need to be painted and WYSIWYG (What You See Is What You Get). This principle may suffer exceptions if need be and if there is no confusion for the opponent. For instance: a Ferdinand can be an Elephant (as the difference is really minimal), but a 45mm Gun can't represent a 76mm Gun. Official sizes of the models and basis must be respected.

Captains are invited to speak before the tournament in case of doubt of eligibility of a model. Before deployment, in case of conflict on models with your opponent, refer to “**Rules/Issues Resolution**”.

Image Right

During the event, pictures of games, armies, and players, can be taken by the Organization and published on internet (Social Networks, Battle Front website, etc.). This is not intended to blow your cover with your loved one (whom you tell you were abroad working...) but simply to participate in the living life of the Flames of War Community. If you don't want your game, army, or face (or whatever) to be photographed, please say so, no pictures will be taken, no issue with that.